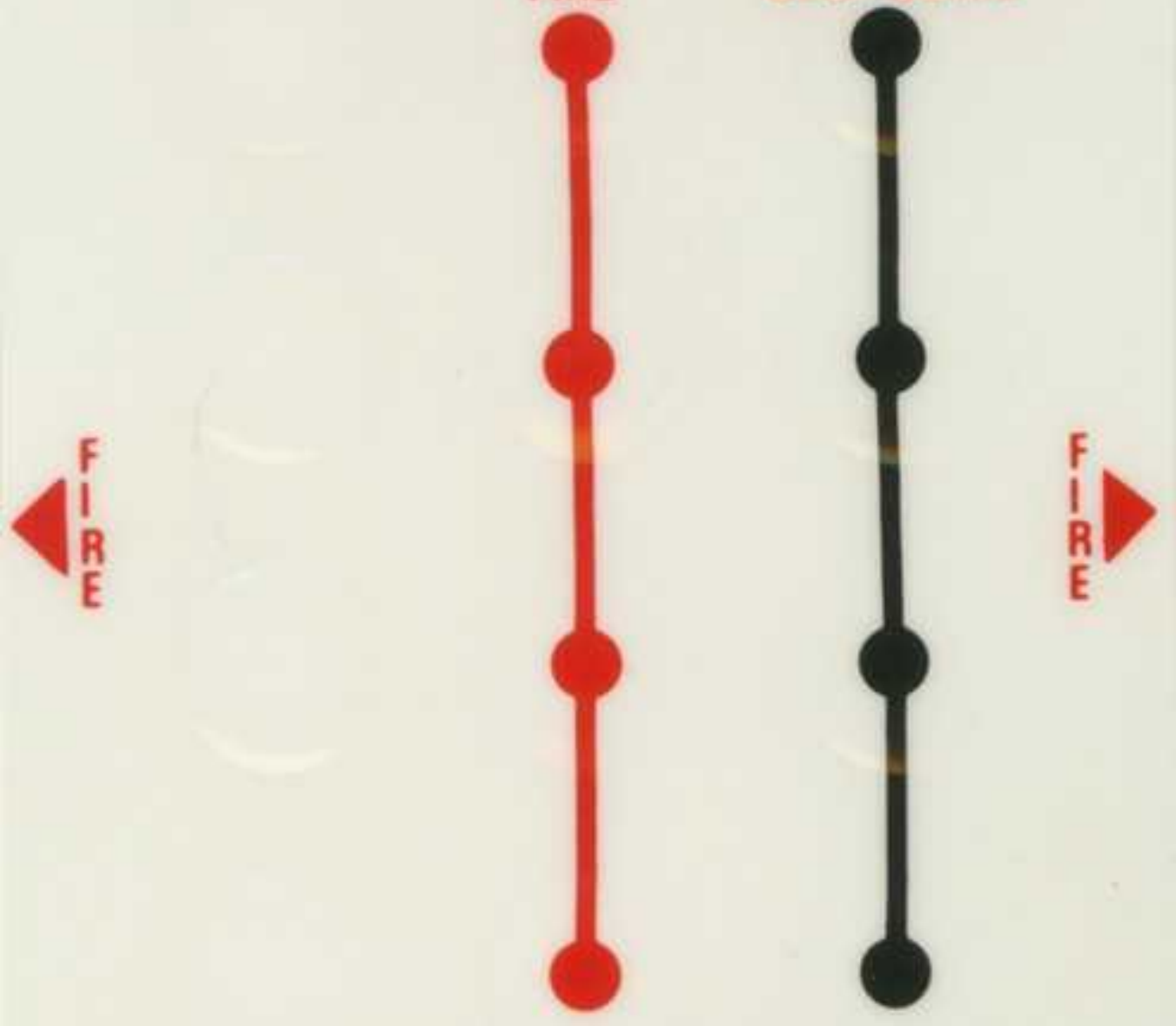
LEFT

FIRE

DROP BOMB

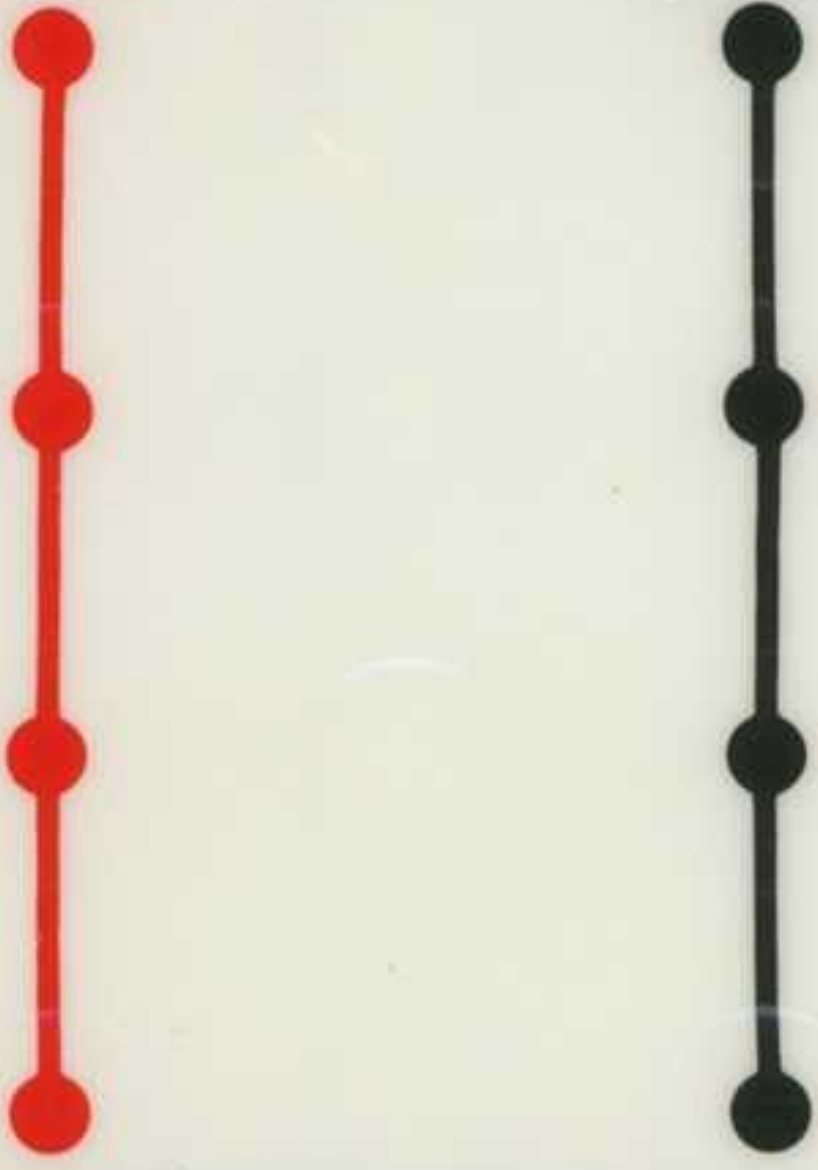


SPACE RAIDERS™

RIGHT

FREEZE

UNFREEZE



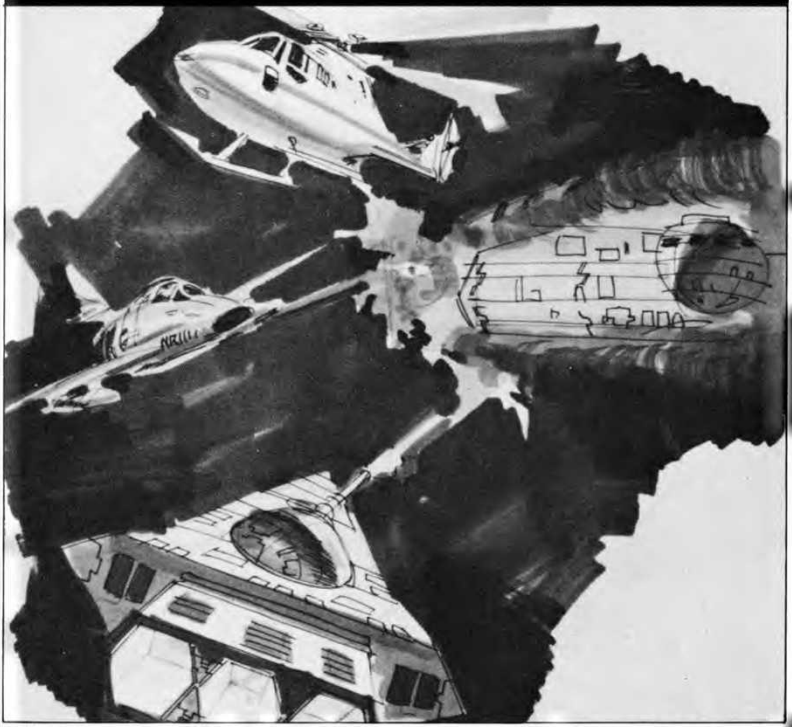
SPACE RAIDERS™

ARCADIA-2001™

BY Emerson

VIDEO GAME INSTRUCTIONS

SPACE RAIDERS™



CART NO. 5

PART NO. 1016

I. GENERAL

1. Be sure the POWER Switch is in OFF position (RED POWER LITE OFF) when inserting or removing a game cartridge. This will prevent damage to your cartridge and console.
2. Insert mylar overlay into each controller keyboard. (see FIGS. 1 & 2)
3. Insert cartridge into console (Game name should face you).
4. Read this "OWNERS MANUAL" before playing game.
5. Refer to it for all necessary adjustments for best results.

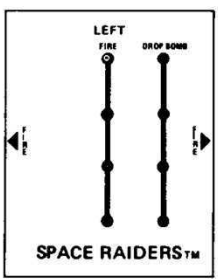


FIG. 1A

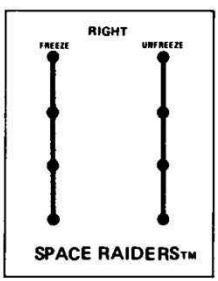


FIG. 1B

OVERLAYS

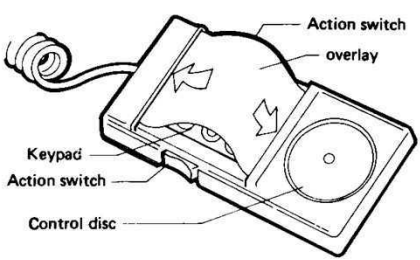


FIG. 2
HOW TO INSTALL OVERLAY

II. OBJECT OF THE GAME

1. The object of the game is to score as many points as possible.
2. Points are achieved when the Spacefighter destroys the mutants, flying saucers and missile launching bases. (PLEASE REFER TO SCORING AT THE LAST PAGE).
3. The player controls the motion of the Spacefighter up and down as well as left and right by using the control disc/joystick (see FIG. 3). When controlling the Spacefighter in sideward motion, an accelerating sound can be heard and a propelling flame will appear at the end of Spacefighter.

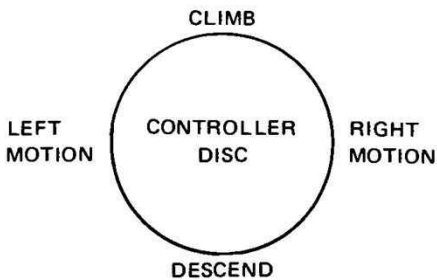


FIG. 3

4. There is a digital energy meter on the upper middle portion of the screen. It starts at 50 and count down for every Spacefighter. Five Spacefighters are provided for each game. The number of the Spacefighers left appears on top of the screen next to the energy meter. If Spacefighter runs out of energy and can not be re-energized and when the energy meter drops to zero, it will explode. When all your Spacefighters are destroyed, the game is over.
5. The Spacefighter can be destroyed by the mutants, flying saucers and energy bombs from flying saucers and missiles and bombs from the missile launcher bases. If colliding with them, however, it may shoot them down by using the laser gun.
6. To re-energize, the Spacefighter has to paralyse the missile protected energy station which sometimes appears at the bottom of screen (see FIG. 4). By bombing the two missile launching bases they will turn into deep blue color that means they are being PARALYSED. The Spacefighter then may land onto the energy station for re-energizing but still watching out for bombs from flying saucers. After re-energized, the Spacefighter has to fetch another or the same energy station which will appear after certain distance. Sometimes it will not appear on the screen until the Spacefighter travels certain distance in one direction. When all your Spacefighters are destroyed, the game is over.

FIG. 4

III. TO START THE GAME

1. Press "POWER" switch to ON position, the red POWER light will be lit.
2. Press "RESET" button, the screen will have a blue colored bar across the top edge with a dark background.
3. Press "START" button to start the game.

IV. TO PLAY THE GAME

1. After pressing the "START" button, numbers should appear inside the blue colored bar. THIS IS A SINGLE PLAYER GAME, USE ONLY THE LEFT HAND CONTROLLER FOR GAME.
2. The Spacefighter will appear after depressing any "FIRE" key on keyboard or squeezing any Action Switch located at the side of the hand controller.
3. To move the Spacefighter, press control disc (or move joystick) towards the desired direction (see FIG. 3)

4. To fire the laser gun, press any "FIRE" key on keyboard or squeeze either Action Switch at the side of hand controller, shots from laser gun will be directed to left or right according to the direction of Spacefighter.
5. To bomb the missile launching bases, press any "DROP BOMB" key on keyboard. The paralysing bombs can destroy missile bases only. They cannot destroy mutants, flying saucers or energy bombs.
6. For re-energizing, the Spacefighter has to be maneuver to the peak of the "PARALYSED" energy station (see FIG. 5) and stop there until re-energizing is finished or as long as possible before being attacked by flying saucers. Each Spacefighter can be re-energized as many times as possible from the energy stations, however energy level will not resume to its original level. For re-energizing, the energy level can reach back only upto 40 at the first station, for second station it will be upto 30, and for the third station onward, maximum energy level for the Spacefighter can only be upto 20 after fully re-energized.

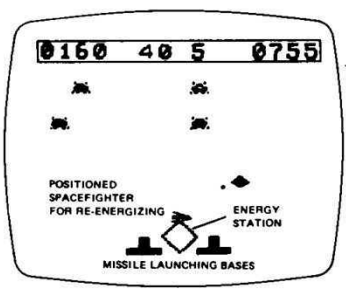


FIG. 5

7. Scoring will be obtained by destroyed mutants, flying saucers and paralysing missile launching bases. Scoring will be calculated by the computer and recorded at the upper left corner of screen inside the blue colored bar.
8. Repeat Step 2 procedure whenever the Spacefighter is being destroyed, the total number of Spacefighters left is shown just beside the energy level meter.
9. When the game is over, the color of screen will change to brightness and the blue colored bar changes into red. If the scoring is highest, it will be transfered automatically to the upper right corner inside the color bar until another higher score is being achieved.
10. To maintain highest score on the screen, merely press "START" button for the next game. Do not depress "RESET", otherwise highest score will be wiped out.

V. TO FREEZE THE GAME

1. This game has a freezing ability so that you may FREEZE the game whenever necessary until you come back to it again. USE RIGHT HAND CONTROLLER FOR FREEZING OR UNFREEZING ACTION.
2. To FREEZE the game, press any FREEZE key (see FIG. 1B) on keyboard and all action will be freezed including the sound. Decrease the volume level of your TV if necessary.
3. For UNFREEZE function, press any UNFREEZE key (see FIG. 1B) on keyboard and action will be resumed immediately. If volume has been descreased while freezing, be sure to increase the volume of TV back to desired level before unfreezing the game.

VI. SCORING

Each Mutant destroyed	5 points
Each Flying Saucer destroyed	20 points
Each Missile Launching Base paralysed	10 points

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